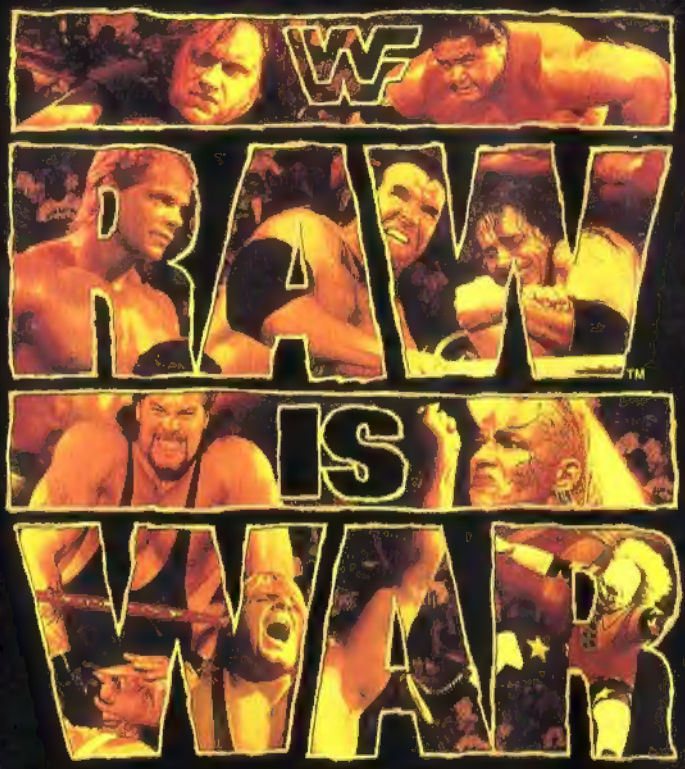

KIDS TO ADULTS
K-A
AGES 6+

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Superhuman Mega-Moves.
Only The Strong Survive!!

SUPER NINTENDO ENTERTAINMENT SYSTEM

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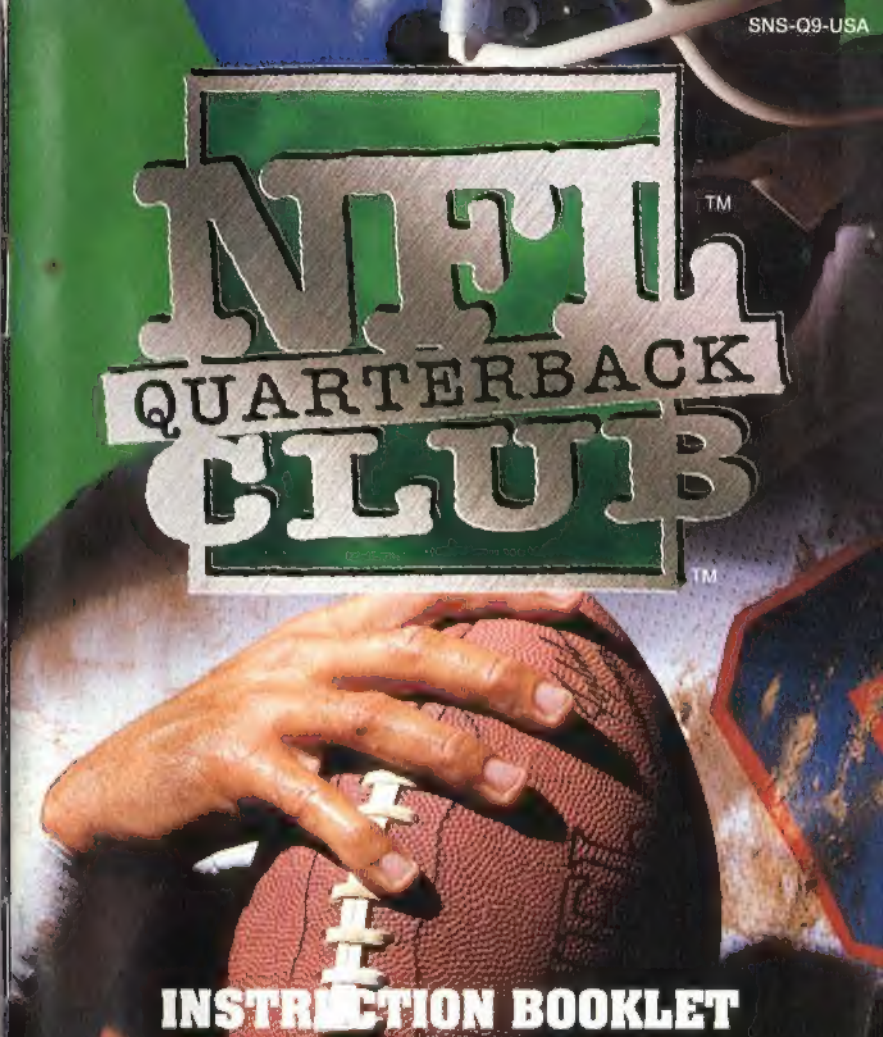
NFL™ QUARTERBACK CLUB™



INSTRUCTION BOOKLET

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NFL

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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JOIN THE QUARTERBACK CLUB™!

Are you ready to compete with the most elite athletes on the face of the earth? Are you ready to press your skills to their very limits? Are you ready to handle the most pressure-filled situations in all of sports?

Then you're ready for NFL™ QUARTERBACK CLUB™!

Because NFL™ QUARTERBACK CLUB™ has it all: 19 superstar quarterbacks, 28 NFL™ teams, and the most realistic in-your-face gridiron action!

NFL™ QUARTERBACK CLUB™ is actually three games in one! Take the Quarterback Challenge and give your arm the most incredible workout it's ever received! Play a regulation NFL™ game utilizing the most extensive offensive and defensive playbook options—more than 430 plays in all! Experience the pressure of the most intense turning points of the greatest games in the sport's history—including the greatest Super Bowl contests ever! —through a spectacular Simulation mode!

No matter how you play, NFL™ QUARTERBACK CLUB™ takes you right to the line of scrimmage with a level of realism that has to be seen, heard, and experienced to be believed!

The stadium is packed! The crowd is cheering in anticipation! The kickoff is near! Strap on your helmet and hit the field: You've joined the NFL™ QUARTERBACK CLUB™...and you'll never think about football the same way again!

BEFORE YOU HIT THE GRIDIRON

LOADING:

1. Make sure the power switch is OFF.

2. Insert the NFL™ QUARTERBACK CLUB™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a three, four or five player game, plug in a Super Multitap™ (sold separately) at this time as described in its instruction manual.

3. Turn the power switch ON.

When the game mode screen appears, you will have three unique and challenging game play options: Quarterback Challenge (see page 11-17), NFL™ Play (see page 18), and Simulation (see page 31-32).

Press LEFT or RIGHT on the CONTROL PAD to highlight the option you wish, then press the START BUTTON.

IF YOU'D LIKE TO HIT THE FIELD RIGHT AWAY, TURN TO PAGES 33-34 FOR OFFENSIVE AND DEFENSIVE CONTROLS.

NOTE: For details on each individual game play option from this point on, turn to the appropriate page noted above.

QUARTERBACK PROFILES

NFL™ QUARTERBACK CLUB™ features 19 of the greatest quarterbacks the sport has ever known! Here's a quick rundown of their careers, accomplishments, and abilities:

TROY AIKMAN/COWBOYS

Troy Aikman is one of the most feared quarterbacks in the NFL™. . . His accurate arm and keen eye for the open receiver have netted him two Super Bowl rings. . . While at UCLA, Aikman threw 41 touchdown passes in two seasons. . . The Dallas star passed for 4,328 yards in his first two years in the NFL™, more than any third-year quarterback in Dallas history. . . Troy was born on November 21, 1966 in West Covina, California. . .

DREW BLEDSOE/PATRIOTS

The top draft pick in the nation in 1993, Drew's rookie season with the Patriots was an impressive one, as he threw for 2,494 yards in 13 games. . . Born on February 14 in 1972, he is one of the youngest members of the NFL™ Quarterback Club. . . Drew threw four touchdown passes in a single game against Miami last season. . .

BUBBY BRISTER/ EAGLES

Walter Andrew Brister III hails from Alexandria, Louisiana. . . He was a fourth round draft pick in 1981—for the Detroit Tigers! Bubby has had some incredible seasons: in 1990 he threw 20 touchdown passes, a pace not seen in Pittsburgh since Hall of Famer Terry Bradshaw threw 22 in '81. . . Bubby is a teammate of NFL™ Quarterback Club™ member Randall Cunningham. . .

RANDALL CUNNINGHAM/EAGLES

This electrifying quarterback has made Philadelphia a football force to be reckoned with. . . As likely to run as throw, Randall excels at reading the defense and making the most of opportunities. . . Among the leading rushing quarterbacks in NFL™ history, with over 3,500 yards to his credit. . .Led the NFC with 30 touchdown passes in 1990. . .

JOHN ELWAY/BRONCOS

Stanford graduate John Elway was drafted into the NFL™ as a first round pick by the Colts, but has spent his professional career with Denver . . . One of the most accurate throwers around, John has appeared in four AFC championship games, and three Super Bowls. . . This Pro Bowl quarterback has passed for almost 200 touchdowns . . . He is an accomplished punter. . . Born June 28, 1960 in Port Angeles, Washington. . .

BOOMER ESIASON/JETS

Boomer was the second round draft pick for the Cincinnati Bengals in 1984. . . A four-time Pro Bowl selection, he enjoyed a 60.7 completion rate in 1993. . . Real name: Norman Julius Esiason. . . Took the Bengals all the way to Super Bowl XXIII in 1988, and was named the NFL™'s Most Valuable Player. . . He threw a club-record five touchdown passes against the New York Jets in 1986, and again in 1989 against Tampa Bay. . .

JIM EVERETT/SAINTS

The first quarterback in Rams history to pass for more than 4,000 yards in a season (4,310 yards in 1989), he came close to repeating that feat the following year when he threw for 3,989 yards. . .The right hander earned his business degree at Purdue. . . A first round draft pick for Houston, he never played there, but has instead been a stand out for Los Angeles before moving to the Saints. . .

BRETT FAVRE/PACKERS

Brett was born in Pass Christian, Mississippi on October 10, 1969. . . Played in two Pro Bowls in his first three pro seasons. . . In his brief career, he has earned a 62.7 completion rate. . . Known for his strong arm, Brett is one of the "comers" in the NFL™, with an impressive 6,530 passing yards in two years at Green Bay. . . Led the NFC in completions in 1993 with 318. . .

JIM HARBAUGH/COLTS

The son of a head coach and cousin of another, Jim Harbaugh has football in his blood. . . A first round draft pick for the Bears in 1987, the Michigan graduate joined the Indianapolis Colts in 1994. . . A mobile and tough-minded competitor, Harbaugh is among the most resilient players in the game. . .

JEFF HOSTETLER/RAIDERS

One of the elite few to earn more than one Super Bowl ring, Jeff led the Giants to their second Super Bowl victory in 5 years in 1990. . . Jeff had a career high 3,242 passing yards with the Raiders in 1993. . . Known for his toughness, the veteran quarterback is able to play through injuries that might sideline others. . .

JIM KELLY/BILLS

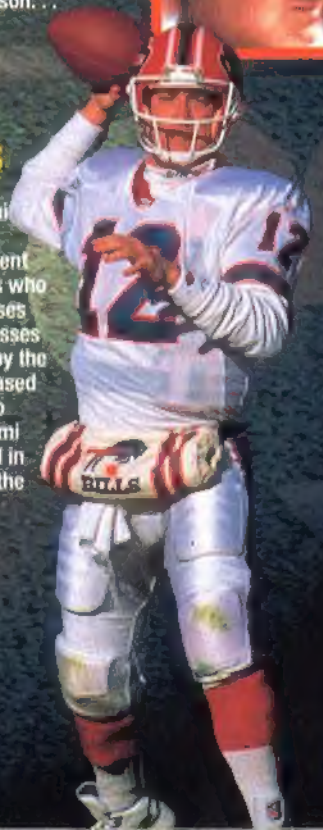
Jim began his professional career in the now defunct USFL, where he was named MVP in 1984 . . . Kelly played two seasons for the Houston Gamblers before joining Buffalo in 1986. . . He has led the Bills to four Super Bowls. . . Famous for his ability to read a defense, Jim has thrown for over 36,000 yards in his pro career. . . The Pittsburgh native has been selected for the Pro Bowl four times. . .

DAVID KLINGLER/BENGALS

David is another first round pick (sixth overall) who has impressed quickly since the beginning of his pro career in Cincinnati. . . A strong arm makes him an able heir to former starting QB and fellow NFL™ Quarterback Club™ member Boomer Esiason. . .

BERNIE KOSAR/ DOLPHINS

A graduate of the University of Miami football program, Bernie is an excellent reader of defenses who holds records for lowest percentage of passes intercepted (2.52) and most consecutive passes without an interception—308! . . . Drafted by the Cleveland Browns in 1985, Bernie was released and picked up by Dallas in 1993—in time to play in Super Bowl XXVIII. . . Signed by Miami as a free agent in 1994. . . Kosar has played in four league championship games, three in the AFC and one in the NFC. . .



DAN MARINO/DOLPHINS

The complete quarterback, Dan Marino has established many records, among them throwing for 5,084 yards in 1984, the same year he threw 48 touchdown passes (another record). . . He is second only to Fran Tarkenton in career passing yards with 40,720. . .The Dolphin quarterback is famous for his fourth-quarter come backs; opposing teams have learned the hard way that no lead is safe from Dan Marino. . . A quick release and pin point accuracy are his trademarks. . .

CHRIS MILLER/RAMS

Accuracy is the word on Chris Miller, the agile former Falcon who now calls signals for the Rams. . . Played in the Pro Bowl in 1991, a year he was tied for the league lead in touchdown passes before injuries ended his season. . . A California native, Chris was born in Pomona on August 9, 1965. . .

RICK MIRER/SEAHAWKS

This outstanding young quarterback started all 16 games for Seattle in 1993, his rookie season. . . Bick set rookie records for most completions with 274 and for most passing yardage with 2,833. . . Named the AFC Rookie of the Year. . . The Notre Dame grad was born March 3, 1970 in Goshen, Indiana. . .

WARREN MOON/VIKINGS

One of the best-liked players in the game, Moon has enjoyed a long and successful pro career. . . Led the AFC in passing with 4,689 yards in 1990. . . Warren started out in the Canadian Football League with the Edmonton Eskimos, leading them to five Grey Cups, the Canadian equivalent of the Super Bowl. . . His 21 TDs and 3,485 passing yards were second only to John Elway in the AFC in '93. . .

NEIL O'DONNELL/STEELERS

Pro Bowler Neil O'Donnell is a New Jersey native who played for the University of Maryland. . . Neil enjoys an 80.5 overall career rating. . . As a Steeler, he has steadily improved: in 1993 he threw for almost 1,000 yards more than in 1992. . . He is among the top active passers in the AFC, with a 56.3 completion rate. . Had the lowest interception percentage in the AFC in 1993, 1.4 . . .

STEVE YOUNG/49ERS

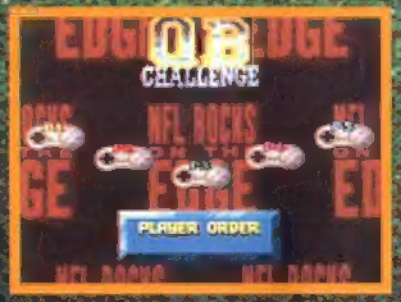
Considered one of the best overall quarterbacks in the NFL, Steve is an excellent runner and passer. . . Originally drafted into the USFL, he rushed for 100 yards and passed for 300 in the same game in 1984, the first pro player to do so. . . A graduate of Brigham Young University, Steve was named the NFL ™'s Most Valuable Player in 1992. . . A left handed thrower with a strong arm, Young is a worthy successor to Joe Montana. . .

THE QUARTERBACK CHALLENGE™

The Quarterback Challenge™ will test your skills in four demanding events. It's great for competing against other quarterbacks, or for use as a training tool in the preseason before getting the team on the field for full-scale game play! You can also build up your own Custom Quarterback by competing repeatedly in the challenge events— and then import him into NFL™ Play in preseason mode!

PLAYER MODE

When you choose Quarterback Challenge from the options screen, you will see a screen with five controllers on it, each with a different color. Note the player order box at the bottom of the screen. All players (up to five!) who wish to compete should press their START BUTTON. When the first START BUTTON is pressed on one controller, all other players will have 10 seconds (which will be counted down on screen) to press their START BUTTON and enter the challenge. Once all participating player controllers have been entered, the player order box will randomize the order in which players will select Quarterbacks and compete in the first event.



SELECTING OUR QUARTERBACK

Each player will then be asked to select their quarterback from the 19 NFL™ superstars available in NFL™ QUARTERBACK CLUB™.

First, press UP or DOWN on the CONTROL PAD to scroll through the list of names and highlight the specific quarterback you want. When your choice is highlighted, press the B BUTTON to see the player's statistics and attributes. To view another quarterback's stats and attributes before making a final selection, press UP or DOWN on the CONTROL PAD to highlight a different quarterback, then press the B BUTTON to see the new quarterback's stats. To lock in your choice, press the B BUTTON a second time.

BUILD A CUSTOM QB

NFL™ Quarterback Club™ offers a unique option: the chance to build your own franchise player. Before beginning the Quarterback Challenge, you may choose to create your own custom quarterback. Your custom Quarterback will initially start out with nominal attribute ratings in each of the categories used in the NFL™ Quarterback Club™. To make him a viable competitor, you must increase your custom player's abilities by successfully competing in the Quarterback Challenge events. Each time you do so, you will raise your custom quarterback's ability ratings.To select the Custom Quarterback feature, first highlight Select QB, then press RIGHT on the CONTROL PAD to highlight the Custom category, then press the B BUTTON. You may choose uniform color, uniform number, player skin tone, and the player's throwing arm (left or right) by first pressing UP or DOWN on the CONTROL

PAD to highlight a category, then the B BUTTON to scroll through to the desired settings. You can give your custom quarterback a name of up to eight letters by pressing LEFT or RIGHT on the CONTROL PAD to highlight letters. Press UP or DOWN on the CONTROL PAD to scroll through letters and numbers. To erase or go back over any letter, press the Y BUTTON. Once you've entered a name, press the START BUTTON to exit. When you are satisfied with your selections, press DOWN on the CONTROL PAD to highlight Custom QB, then press the B BUTTON to exit the Custom QB option. You can give your custom quarterback a name of up to eight letters by pressing the CONTROL PAD to highlight letters, then pressing the B BUTTON to confirm them.

RESTORE QUARTERBACK function allows you to choose a previously "built"quarterback in order to make him even stronger by competing in the challenge again. To select the Restore Quarterback feature, first highlight Select QB, then press the B BUTTON. Use the CONTROL PAD to highlight the Restore QB option. Press the B BUTTON to select any saved Custom Quarterbacks. When the desired quarterback is displayed, use the CONTROL PAD to highlight Custom QB, where you may alter him as described under Build a Custom QB. To begin the Quarterback Challenge, highlight Custom QB, then press the B BUTTON. At this point, you may select specific events or review Quarterback Challenge™ rules. Press the CONTROL PAD to highlight specific listings at the top of the screen, then press the B BUTTON. A Custom Quarterback may be used in the NFL™ Play Preseason mode to actually bring your Custom Quarterback into real NFL™ action!

SELECT AN EVENT

The NFL™ QUARTERBACK CLUB™ Quarterback Challenge allows you to choose from among the four events. Compete in one, or compete in them all! To do so, press the CONTROL PAD to move the highlight bar at the top of the screen to "SELECT EVENT",

then press the B BUTTON. You will see a display of all four events. Press the CONTROL PAD to highlight the event you want to compete in, then press the B BUTTON to select that event.

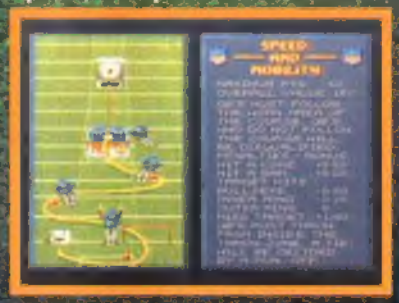
If you do not select any events and choose "START CHALLENGE," you will be competing in a complete four-event Quarterback Challenge™.

If at any time you wish to review the rules of a specific Quarterback Challenge event, simply highlight the CHALLENGE RULES option at the top of the screen and press the B BUTTON.

NOTE: After each event, a screen appears with the results of that event, followed by the Current Standings. Use the CONTROL PAD to scroll through the standings. Press the START BUTTON to go on to the next event. At the end of the Challenge, a screen with the Overall Standings appears. Press the START BUTTON to view the Quarterback Challenge™ winner.

REVIEWING QUARTERBACK CHALLENGE RULES

Press the CONTROL PAD to highlight the CHALLENGE RULES option, then press the B BUTTON to bring up the first of the four event rules screens. A display of rules for that event will appear. When you are finished reviewing the rules for the first event, move on to the next one by pressing the B BUTTON. Continue until you have viewed all four event rules. Press the B BUTTON to return to the challenge screen. You can then select another option at the top of the screen by pressing the CONTROL PAD and the B BUTTON.



CHALLENGE EVENT RULES

EVENT 1: ACCURACY

The object of this event is to throw the football and hit the moving targets as accurately as possible. The closer the ball is to the target bullseye, the higher the point totals that will be awarded. You will have four chances to test your accuracy skills. Yellow frame cursors indicate the distance at which the ball will be thrown at bullseye level within the frame. Press the B BUTTON the distance you think will draw big points for a hit.

EVENT 2: SPEED & MOBILITY

The object of this event is to test your agility and speed by completing an obstacle course in the briefest time possible. You'll have to dodge other players, and at the end of the course you'll have to throw a football at a fixed target. Press the A BUTTON to jump over an obstacle and the Y BUTTON to duck under an obstacle. The faster you make your way through the course—and the closer to the bullseye you throw the ball—the higher your score will be on this event. You'll have two chances to make your way through the course as quickly as possible. Knocking a bar or a cone will result in a time penalty, as will missing the target. Hitting the inner ring or bullseye will subtract time from your run, giving you a higher score.

Press the CONTROL PAD to move your way around the field. Note the worn path in the turf. This is the general course you want to follow as you make your way past the obstacles. After you hurdle the crossbar, you will step in to the throw zone. Press the B BUTTON to start the red targeting arrows in motion. Press the CONTROL PAD to adjust the arrows for aiming your throw. When the arrows are at the desired distance, press the B BUTTON to throw the ball.

EVENT 3: DISTANCE

The object of this event is to throw the football as far as possible. Each quarterback will have two throws; the best one will count toward the player's final point total.

Note the yellow frame cursors on the surface of the field. Press the A and B BUTTON alternately to move the brackets as far down field as possible, but move quickly: *You're under a time constraint here!*

EVENT 4: READ & RECOGNITION

The object of this event is to test your ability to recognize "live" targets amidst a group of moving targets, and to hit those targets as accurately as possible. You'll have four chances to test your read and recognition abilities.

Six targets will be on the field, but only three of those will be "live" targets; those will be the targets indicated by orange flags. Note the yellow frame cursors that move along the surface of the field. These indicate where the ball will be thrown. You can adjust your aim by adjusting the position of these brackets by pressing the LEFT and RIGHT on the CONTROL PAD. When you feel your aim

is correct, press the B BUTTON to throw the ball. Be careful, though: if you hit a dead target, your throw will be considered an interception! If you hit the target rings—or the bullseye—those points will be deducted from your event score!

SAVING YOUR CUSTOM QB

If you have used a Custom QB in the Quarterback Challenge™, you will be given the option of saving him or continuing. You can save up to five quarterbacks. If your quarterback did poorly and you don't wish to save his performance, select Continue with the CONTROL PAD, then press the START BUTTON to return to the game mode screen. If you are satisfied with your quarterback's performance, use the CONTROL PAD to highlight the Save QB option, then press the START BUTTON. You will then use the CONTROL PAD to select which box you wish to save your Custom QB to. NOTE: Saving over an existing Custom QB will delete that quarterback and replace him with the current one. Press the START BUTTON to save the current Custom QB, then highlight Continue and press the START BUTTON to return to the game mode screen.

NFL™ PLAY

Are you ready for the most realistic NFL™ game action ever? Then you've come to the right place! Because the NFL™ Play option of NFL™ QUARTERBACK CLUB™ gives you more plays, more strategies, and more helmet-crunching action than you've ever seen before!

SIX GAME MODES

NFL™ Play provides you with six modes of play:

1. **PRESEASON:** Use this mode to compete in Preseason competition. Preseason mode allows you to import Custom Quarterbacks or substitute NFL™ Quarterback Club™ member quarterbacks.
2. **NEW SEASON:** Use this mode to begin a new season of action, from opening day to the Super Bowl itself!
3. **RESUME SEASON:** Use this mode to pick up seasonal play where you left off last time.
4. **ENTER PLAYOFFS:** Use this mode to set up a playoff bracket on the way to the Super Bowl.
5. **RESUME PLAYOFFS:** Use this mode to pick up playoff action where you left off last time.
6. **PRO BOWL:** Use this mode to set up an AFC vs. NFC Pro Bowl game!

No matter which mode of play you choose, you can compete at three levels of difficulty: ROOKIE, PRO, or ALL-PRO.

CHOOSING YOUR TEAMS

Once you've chosen your mode of play, it's time to choose the team you want. This screen allows you to choose which of the 28 NFL™ teams you want to be on.

Press the UP or DOWN on the CONTROL PAD to scroll through all 28 NFL™ teams. Note that attribute [illegible] are provided in [illegible] important categories: passing, running, blocking, [illegible], blitzing, coverage, and special teams. Once you've scrolled through to the team you want, press the START BUTTON.

NOTE: When you choose New Season or Enter Playoffs, only the team on the left of the screen may be selected. The team on the right will automatically modify to display which team your selected team will face in the upcoming game.

CUSTOMIZING WEATHER, PLAYING SURFACE, AND OTHER GAME OPTIONS

Once the teams are chosen, there are several other decisions about the game that need to be made. NFL™ QUARTERBACK CLUB™ provides you with the following choices:

- Choose a home or away game

- Choose from six weather options: fair, rain, snow, hot, cold, or auto—which allows the computer to randomly choose for you.
- Choose between grass and artificial turf playing surfaces.
- Choose one of five quarter lengths: 1, 2, 5, 10, or 15 minutes per quarter.

GAME TIME

PLAYER SELECT

After selecting your teams and setting your custom options, it's time to select which team to play on. Five players appear in a [illegible] circle. A number appears above every player there is a controller plugged in for. Each controller has a color assigned to it (this color assignment is in effect for all modes of play). An [illegible] the color assigned to that controller. An arrow [illegible] the color assigned to that controller appears below the player currently selecting. Up to five players can elect to play as [illegible] or to be an opposing team. [illegible] the CONTROL PAD to leave your player under the same [illegible] you wish to join. The game will begin when any player [illegible] the START BUTTON [illegible] controller, so in a multi-player game, make sure everyone has chosen before starting. If any player in a multi-player game does not make a selection, the computer will control that player. If you wish to change your selection, you may do so [illegible] the START BUTTON to bring up the [illegible] Options screen and selecting Restart Game. If you wish to watch a computer controlled game, simply press the START BUTTON without moving a player to either team.

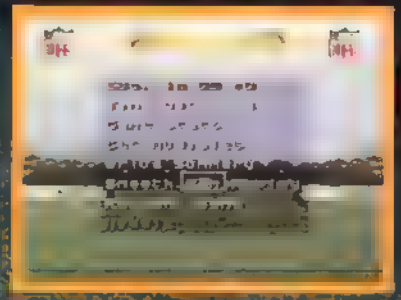
In a multi-player game, play calling priority is determined by controller number. The player whose controller has the lowest number is the Offensive Team Captain, and therefore chooses the offensive plays. The player whose controller has the next lowest number (the Defensive Team Captain) calls the defensive plays. For example, if players with controllers 1 and 3 have selected the Cowboys, and players with controllers 2, 4 and 5 have chosen the Bills, the player with controller 1 will call offensive plays for the Cowboys, while the player with controller 3 will call defensive plays for them. The player with controller 2 will call offensive plays for the Bills, while the player with controller 4 will call defensive plays. In this example, the player with controller 5 does not call plays; only players with the two lowest controller numbers on a given team are [illegible].

THE COIN TOSS

The coin toss determines who will kick off and [illegible] receive. The visiting team calls the toss in the air. Press the CONTROL PAD to move indicator between [illegible]. Results of the toss appear immediately. If you win the toss, you may elect to either kick off or receive by pressing the CONTROL PAD to highlight your choice and the B BUTTON to select it. If you lose the toss, you get to choose which goal you wish to defend by highlighting your choice with the CONTROL PAD, then pressing the B BUTTON to select it. After selecting, each team will choose the respective kick or return play they wish to run. It's kick off time!

THE PAUSE OPTIONS SCREEN

At any time during game play, you may press the START BUTTON to halt game play and activate the Pause Options screen. This screen allows you a wide variety of statistical and game play options.



Press the UP and DOWN CONTROL PAD to highlight one of the eight pause options available. To activate that option, press the B BUTTON. To [illegible] the Pause Options screen after selecting one or more of the options, press the START BUTTON.

[illegible] of what each option does:

SUBSTITUTING QUARTERBACKS: This allows you to bring the second string quarterback into the bench and into the game, or to import a custom quarterback in Freedom [illegible]. Press the B BUTTON to [illegible].

CALL A TIME OUT: This enables you to [illegible] a time out and stop the game clock. [illegible] that called [illegible].

VIEW GAME STATISTICS: This allows you to view a comprehensive compilation of statistics for the game up to that point. Press the UP and DOWN CONTROL PAD to scroll through the statistical listing. Press the B BUTTON to return to the Pause Options screen.

SET AUDIBLES: This allows you to access your playbook and assign specific plays to the A, B, and Y BUTTONS for audible use. Press the LEFT and RIGHT CONTROL PAD to scroll through the plays, then press the A, B, or Y BUTTONS when the specific play you want assigned to that button is in the box labeled with that button's letter. Press the SELECT BUTTON to move the highlight between Offensive and Defensive plays. Press the START BUTTON to return to the Pause Options screen.

DRIVE SUMMARY: This provides you with details of the current drive, including how the team with the ball gained possession. Press the CONTROL PAD to scan the field where the action took place. The screen will also provide you with a statistical breakdown of that drive. Press the B BUTTON to return to the Pause Options screen.

SMOOTH CAM REPLAY: This will allow you to review the action of the previous play. Press the CONTROL PAD to move the camera's point of view to the ball, a specific player, or a particular area of the field. To watch the play in real time, press the A BUTTON. To watch the play in frame-by-frame slow-motion, press the B BUTTON. To rewind the action and review the play again, press

the Y BUTTON. For fast forward, press the X BUTTON. To shift the replay to an opposite-angle point of view, press either the LEFT or RIGHT trigger. Press the START BUTTON to return to the Pause Options screen.

[illegible]: This allows you to [illegible] all game play up to this point and return to the Player Select screen to choose which of the two teams you wish to control. The [illegible] and options remain as you set them previously. You can begin the game fresh from the opening kickoff. NOTE: All [illegible] for the game up to this point will be discarded. The computer will ask you if you are sure. Press the LEFT or RIGHT CONTROL PAD to highlight either "yes" or "no," then press the B BUTTON.

[illegible]: This allows the player to set a "no huddle" situation on offense for the purpose of speedy game play or hurry-up and [illegible] drill situations. If the no huddle option is set, no play book options will appear, and players will call plays from their selected or default audibles. When you choose this option, the computer will ask you if you are sure. Press the LEFT or RIGHT CONTROL PAD to highlight either "yes" or "no," then press the B BUTTON. NOTE: Once a No Huddle offense is set, it will remain in effect until the clock stops or you turn it off by choosing a huddle setting.

THE PLAY BOOK

This is your playbook, your guide to the strategies and circumstances that pro quarterbacks must master to succeed in the NFL®. A poster featuring every play in NFL Quarterback Club is enclosed with this game.

PLAY PLAQUES

Each play in NFL® Quarterback Club® is diagrammed on a play plaque. To help you understand the diagrams, a brief legend appears below.

ON OFFENSIVE PLAQUES:

A Circle denotes a player. The circle represents where the player is positioned at the start of a play.

A Line denotes the direction/ position the player should move in/ to.

A Dotted Line from the Quarterback denotes a Pitch out or Hand off.

A [illegible] denotes both the position and direction of a Block.

A [illegible] indicates that the player should continue in the direction of the arrow for the maximum distance the play allows.

ON DEFENSIVE PLAQUES:

A Circle denotes a Lineman at the line of scrimmage. This player will remain near the scrimmage line.

A Square denotes a Linebacker. This player defends behind the lineman.

An X denotes a defensive back. This player defends against the pass, and is in the backfield.

A [illegible] indicates that a player should go to this area and read [illegible] the direction [illegible].

A [illegible] denotes a player should continue in that direction/ penetrate the offensive backfield.

A Darkened Circle at the end of a line from a Square or an X denotes the player is going to an Anchored Zone. This means the back will defend this zone, and not leave it to pursue an offensive player unless it's clear that surrounding coverage has failed and there is no one else able to pursue him.

A [illegible] at the end of a line from a Square or and X denotes an Unanchored Zone. A [illegible] back in an Unanchored Zone must pick up any [illegible] with the first unanchored offensive player in this [illegible].

YARDAGE SITUATIONS

Offensive and defensive plays are divided into Short, Medium and Long yardage situations, with many plays in each formation. For example, in a Short yardage situation, in a Pro-Set formation, the offense can choose from a half dozen different plays. Below is a brief outline of some of the characteristics of each yardage situation.

SHORT

Short yardage situations include anything from 0-15 yards.

Offense

PASSING — Patterns tend to emphasize [illegible].

RUNNING — Short yardage situations call for power plays, and tend to favor the bigger men. Full backs and Halfbacks especially.

Defense

PASSING — In defending against the pass in short yardage situations, linebackers and defensive backs must establish coverage close to the line while keeping the backfield covered — a tough assignment.

RUNNING — Defense is similar to that for short-passing situations, but with greater emphasis on [illegible] the line.

MEDIUM

Medium yardage situations include anything from 15-30 yards.

Offense

PASSING — Passing patterns in medium situations are likely to have the receiver breaking at a point double that of Short yardage plays. Speed becomes more important.

RUNNING — Misdirection plays a greater part in the Medium yardage running game, with increasing use of trap and pull blocks.

Defense

PASSING — In many Medium yardage situations, pass coverage means intense line penetration coupled with plenty of depth coverage from the defensive backs, who must still be wary of the short play.

RUNNING — Defending against the run in a medium yardage situation requires the defense to be especially watchful of the offensive line and backfield as they try to draw the defense into misreading the play and committing costly blunders.

LONG

Long yardage situations include anything over 30 yards.

Offense

PASSING — Long yardage passing plays are *not* desperation [illegible] patterns that often result in dramatic gains.

RUNNING — The Draw and the Delay are favorites for the long running game, as fooling the defense into expecting a pass becomes essential to the success of a long run play.

Defense

PASSING — Getting burned on a long pass play is a defensive back's nightmare. Defending the secondary is the name of the game here. It's important to get an accurate read before committing.

RUNNING — Another situation where the offense will be taking the pass in order to gain big on the ground. Defenders must be vigilant at the line.

OFFENSIVE PLAYBOOK

The Offensive Playbook in NFL™ Quarterback Club™ is extensive. The plays use four different offensive formations, which apply differently in Short, Medium and Long yardage situations. The formations are as follows:

PRO SET

The Pro Set is perhaps the most popular offensive lineup in the NFL®. In this setting, a fullback and a halfback line up beside each other behind the quarterback.

I FORMATION

In the I Formation, two backs line up directly behind the quarterback. This formation is popular for running sweeps and dives.

SHOTGUN

The shotgun is a passing formation in which the quarterback is set back about five yards from the center, giving him plenty of scrambling room and time to find open receivers.

RUN & SHOOT

The Run & Shoot is a formation featuring four fast receivers and a halfback. The speed of the receivers can make for quick yardage gains if the pass is completed.

NFL™ QUARTERBACK SIGNATURE PLAYS

Each quarterback featured in NFL™ Quarterback Club™ has a signature play which is typical of his playing style and highlights his particular strengths. Once you've selected a quarterback, look through the playbooks to find his signature play, which is designed to make use of his unique abilities.

DEFENSIVE PLAYBOOK

The Defensive Playbook in NFL™ Quarterback Club™ features five popular defensive formations, which have multiple play options in either Short, Medium or Long yardage situations.

6 - 2

The 6 - 2 defense features six linemen and 2 linebackers. It is a potent defense against the run, but don't rule it out for pass coverage. Check the playbook for plays featuring extra safeties.

3 - 4

This formation features three down lineman and four linebackers and is very effective against short and medium passes, as well as the run.

4 - 3

The 4 -3 features a standard alignment of two tackles and two ends as down linemen (the four), with three linebackers. Appropriate against runs and short passes.

NICKEL

The Nickel defense gets its name from the addition of an extra defensive back, making for five. This makes for effective pass coverage in a situation where a pass is likely.

DIME

The Dime has backfire potential in it, as the defense opts to add yet another defensive back. Only used when a pass is a virtual certainty, as it leaves the defense vulnerable to the run.

PENALTIES

KICK OUT OF BOUNDS: ILLEGAL PROCEDURE

If a kickoff goes out of bounds without either team touching it, the receiving team may take possession at their own 40 yard line or at the yard line where it went out of bounds, whichever is better for them.

DELAY OF GAME

5 yard penalty, plus repeat of down. The offense must hike the ball before the 40 second play clock expires.

OFFSIDES

5 yard penalty. No offensive player may cross the line of scrimmage before the ball is snapped. A defensive player must be on his side of the ball when it is snapped, and may not touch an opposing player prior to the snap.

PASS INTERFERENCE

First down at point of interference. No player may interfere with a receiver before he catches the ball.

SIMULATION

When you choose Simulation mode you find yourself thrust into the high-pressure turning points of past Super Bowls and other intense game situations! You may be down 28 to 14 with 3:50 left to play, as the Raiders were against the Steelers in September of 1976, or you may find yourself playing in the very first Super Bowl, with Kansas City 18 points behind Green Bay in the 4th quarter. You may even wind up back in 1957 for the Western Conference Championship with the Lions trailing the 49ers 24-7 at the half—a game the Lions went on to win!

As you address the high-pressure simulation situations, you will be able to utilize all the plays and functions of current NFL™ game play.

BASIC OFFENSE

GENERAL OFFENSE	CONTROL
Move control to player with ball	B BUTTON
Move controlled player around field	CONTROL PAD
QUARTERBACK BEFORE THE SNAP	
Bring up audible	A BUTTON
Select audible	Y, B or A BUTTON
NOTE: An audible will cancel after 2 seconds if no button is pushed, or instantly by pressing the X BUTTON.	
Put tight end in motion (on some running and passing plays)	LEFT/RIGHT CONTROL PAD
Fake hike	X BUTTON
Hike the ball	B BUTTON
NON-QUARTERBACK PLAYER BEFORE THE SNAP	
Select player	LEFT/RIGHT TRIGGERS
QUARTERBACK AFTER THE SNAP	
Bring up pass tags	A BUTTON
Throw to intended receiver	Y, B or A BUTTON
NOTE: A quick tap will lob the ball. Holding the button down will throw a bullet pass.	
PLAYER IN POSSESSION OF BALL	
Run with an extra burst of speed	X BUTTON
Spin once	Hold B BUTTON
"Juke"	TAP B BUTTON
Dive	Y BUTTON
Hurdle	A BUTTON
RECEIVER TRYING TO CATCH BALL	
Standing Catch	A BUTTON
Dive for Ball	CONTROL PAD IN DIRECTION OF BALL + Y BUTTON
Jumping Catch	CONTROL PAD IN DIRECTION OF BALL + A BUTTON
KICKOFFS, FIELD GOALS AND PUNTS	
Hike the ball and start the kick meter	B BUTTON
Kick the Ball	B BUTTON
Control the Angle of the Kick until the Kick Meter is Locked in Place	LEFT/ RIGHT CONTROL PAD

BASIC DEFENSE

BEFORE THE SNAP	CONTROL
Select a different player to control	LEFT/RIGHT TRIGGERS
Call up defensive audibles	A BUTTON
Select defensive audibles	Y, B or A BUTTON
NOTE: An audible will cancel after 2 seconds if no button is pushed, or instantly by pressing the X BUTTON.	
AFTER THE SNAP	
Control player closest to ball	B BUTTON
Run with an additional burst of speed	X BUTTON
Dive	CONTROL PAD IN DIRECTION OF BALL + Y BUTTON
WHILE BALL IS IN THE AIR	
Standing Catch	A BUTTON
Diving Catch	CONTROL PAD IN DIRECTION OF BALL + Y BUTTON
Jumping Catch or Block Kick/Pass	CONTROL PAD IN DIRECTION OF BALL + A BUTTON

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(Due to limited production, requests for specific players cannot be honored--Mammoth cards will be redeemed randomly.)

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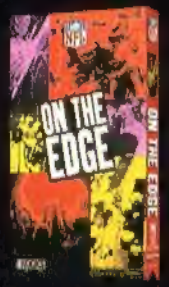

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